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### 1 [Dynamic task-based anycasting in mobile ad hoc networks](#)

Prithwish Basu, Wang Ke, Thomas D. C. Little

October 2003 Mobile Networks and Applications, Volume 8 Issue 5

Publisher: Kluwer Academic Publishers

Full text available: [Pdf](#) (518.68 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 81, Citation Count: 0

Mobile ad hoc networks (MANETs) have received significant attention in the recent past owing to proliferation in the numbers of tetherless portable devices, and rapid growth in popularity of wireless networking. Most of the MANET research community ...

Key words: anycasting, device/service discovery, distributed application execution, mobile ad hoc networks, task graphs

### 2 [Reactive environments](#)

Jeremy R. Cooperstock, Sidney S. Fels, William Buxton, Kenneth C. Smith

September 1997 Communications of the ACM, Volume 40 Issue 9

Publisher: ACM

Full text available: [Pdf](#) (737.44 KB)Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#), [review](#)

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### 3 [Perceptual user interfaces: perceptual intelligence](#)

Alex Pentland

March 2000 Communications of the ACM, Volume 43 Issue 3



Publisher: ACM

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### 4 [Linking public spaces: technical and social issues](#)

Gavin Jancke, Gina Danielle Venolia, Jonathan Grudin, J. J. Cadiz, Anoop Gupta



-  March 2001 CHI '01: Proceedings of the SIGCHI conference on Human factors in computing system  
 Publisher: ACM  
 Full text available:  Pdf (467.59 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 104, Citation Count: 22

Three public spaces frequency used by members of a single organization who are distributed across different floors of two buildings were linked by constantly-running video and audio connections. discuss the design of the system, including issues in ...

Keyw ords: informal communication, privacy, videoconferencing

## 5 [Sharing serendipity in the workplace](#)



-  Phillip Jeffrey, Andrew McGrath  
 September 2000 CVE '00: Proceedings of the third international conference on Collaborative virtual environments  
 Publisher: ACM  
 Full text available:  Pdf (384.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 49, Citation Count: 3

The Forum is a collaborative working environment that consists of two shared spaces: a space for informal interaction (Contact Space), and a workspace for synchronous meetings using audioconferencing support (Meeting Space). It is designed to enable ...

Keyw ords: avatars, chance encounters, collaborative virtual environments, informal communication, shared spaces

## 6 [Voice-mail diary studies for naturalistic data capture under mobile conditions](#)



-  Leysia Palen, Marilyn Salzman  
 November 2002 CSCW '02: Proceedings of the 2002 ACM conference on Computer supported cooperative work  
 Publisher: ACM  
 Full text available:  Pdf (224.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 170, Citation Count: 28

Mobile technology requires new methods for studying its use under realistic conditions "in the field". Reflexively, mobile technology also creates new opportunities for data collection while participants are remotely located. We report on our experiences ...

Keyw ords: CSCW, HCI, diary study, mobile computing, mobility, naturalistic study, phones, usability, voice-mail

## 7 [Augmenting fun and beauty: a pamphlet](#)

-  J. P. Djajadiningrat, C. J. Overbeeke, S. A. G. Wensveen  
 April 2000 DARE '00: Proceedings of DARE 2000 on Designing augmented reality environments  
 Publisher: ACM  
 Full text available:  Pdf (1.02 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 70, Citation Count: 12





In this article we describe how the augmented reality and product design communities, which share the common interest of combining the real and the virtual, might learn from each other. From our side, we would like to share with you some of our ideas ...

Keywords: aesthetics, augmented reality, emotion, perceptual-motor, usability

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